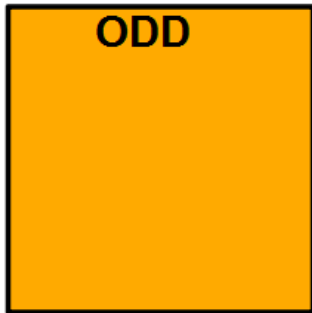


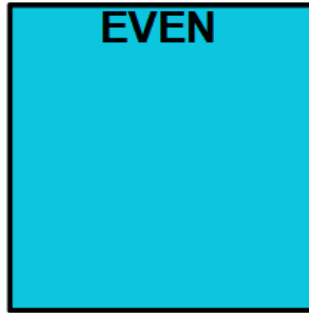
Restrictors

For example, if the number is placed in the correct box the number will stay in the box. If the number is placed in the wrong box, it will return to its original spot.

1st Step: Create two boxes using the shape button. Label the boxes and type your numbers.

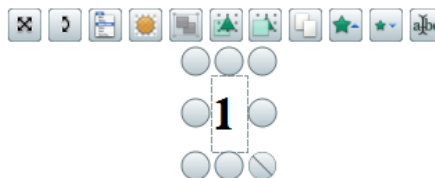
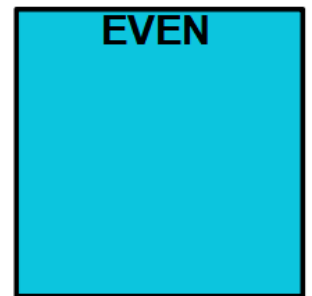
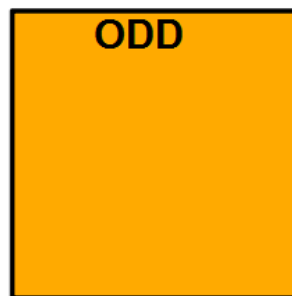
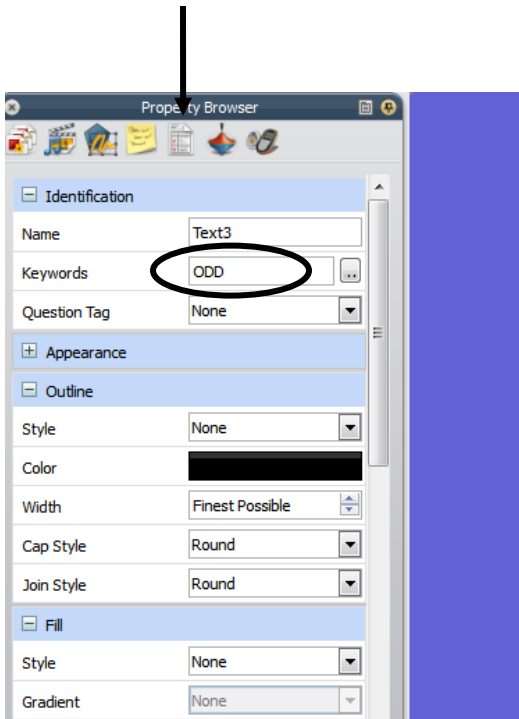


1

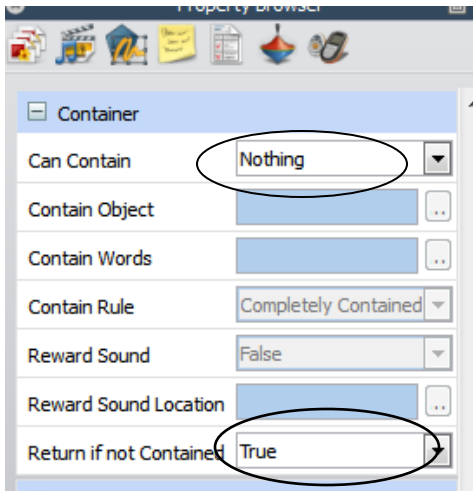


2

2nd Step Click one of the numbers and go to Property Browser. On Identification Keywords type **ODD**.



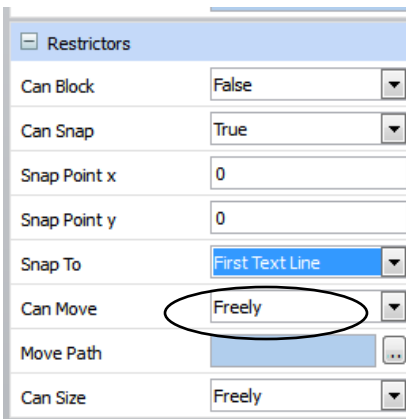
2



Container:

Can Contain...Nothing

Return if not Contained...True

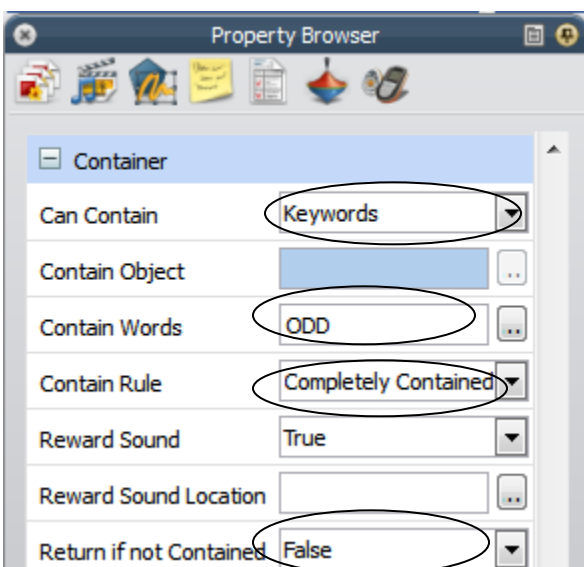


Restrictors:

Snap ToFirst Text Line.

Repeat for all of the numbers. Remember to type ODD if the number is odd and EVEN if the number is even. The number box must be selected for all of the options on the Property Browser to show up.

Third step- Click on one of the Answer boxes ODD or EVEN.



Container:

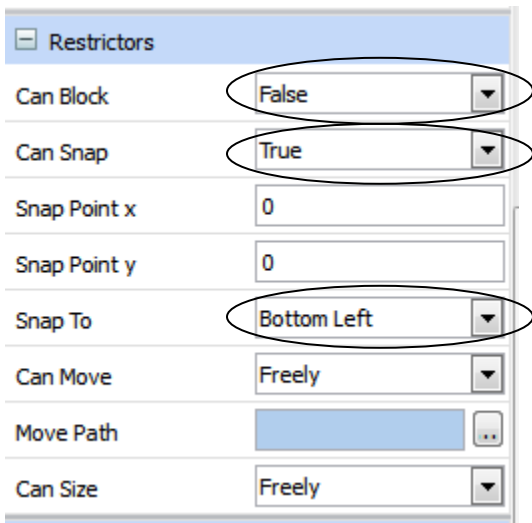
Can Contain... Keywords

Contain Words...ODD

Contain Rule...Completely contained

Return if not contained ...False

If you want a reward sound, choose True and choose a sound.



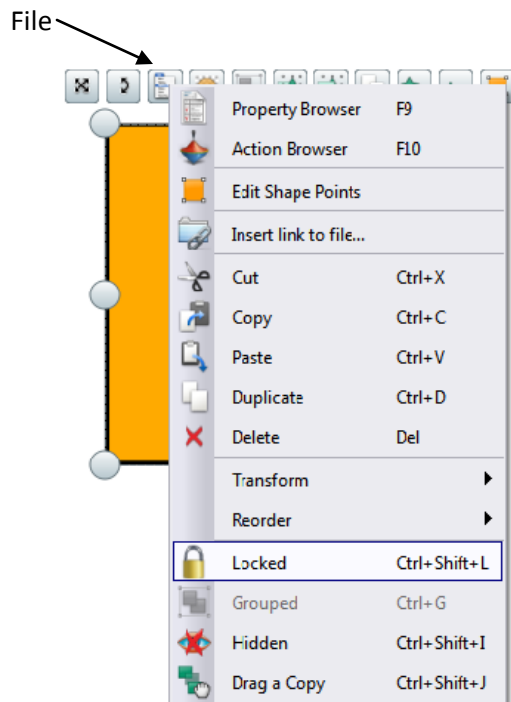
Restrictors:

Can Block...False

Can Snap...True

Snap ToBottom Left

When finished lock the boxes in place.



Click the object that you want to lock.

Go to File and Locked.